

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

I he official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games Official and related Nintendo products.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO **GAME SYSTEMS.**



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.



Important Legal Information

Nintendo does not license the sale or use of products

Rev-D(L)

without the Official Nintendo Seal.

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

LICENSED BY



The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Seal

TABLE OF CONTENTS

The Story	
Game Controls	
Getting Started	
Basic Controls	
Advanced Controls	
Character Change	10
Scrolls	11
Other Items	12
Stage Introduction	13
Co-op Mode	14
VS. Mode	
Characters	16-19
Customer Support	20-21
Limited Warranty	22

THE STORY

Naruto, Sasuke, and Sakura have graduated from the Ninja Academy, and are ready to take their Chunin Exams. However, the enigmatic Orochimaru has been awaiting just this moment to make a move. Now the ninja team must pass their exams and stop Orochimaru before it's too late!









Change character



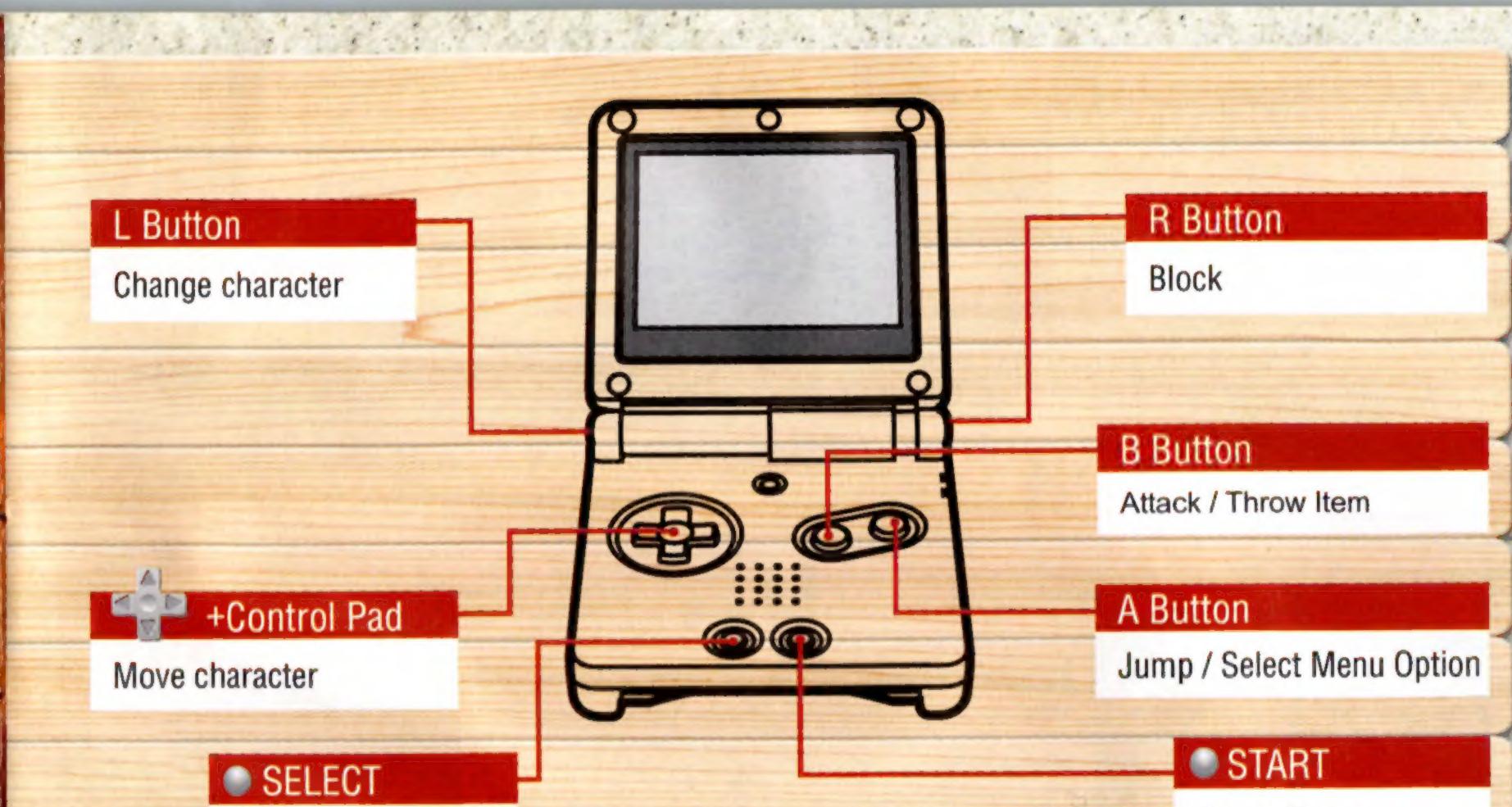
+Control Pad

Move character



SELECT

Select Scrolls



R Button

Block

B Button

Attack / Throw Item

A Button

Jump / Select Menu Option



START

Pause Game



Holding the L Button and R Button then pressing any direction on the +Control Pad lets you look around the area. Use this to discover out of reach items and look ahead for danger.

CAME OVERW

- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- Insert the Game Pak of Naruto: Ninja Council 2 into the slot on the Game Boy® Advance.
 To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The Title Screen will appear (if you don't see it, begin again at step 1).

WARNING: Rapidly switching the POWER may cause a battery-backed Game Pak to lose your stored information.



From the Main Menu, you can choose one of four options. Use the +Control Pad and the A Button to make your selection.

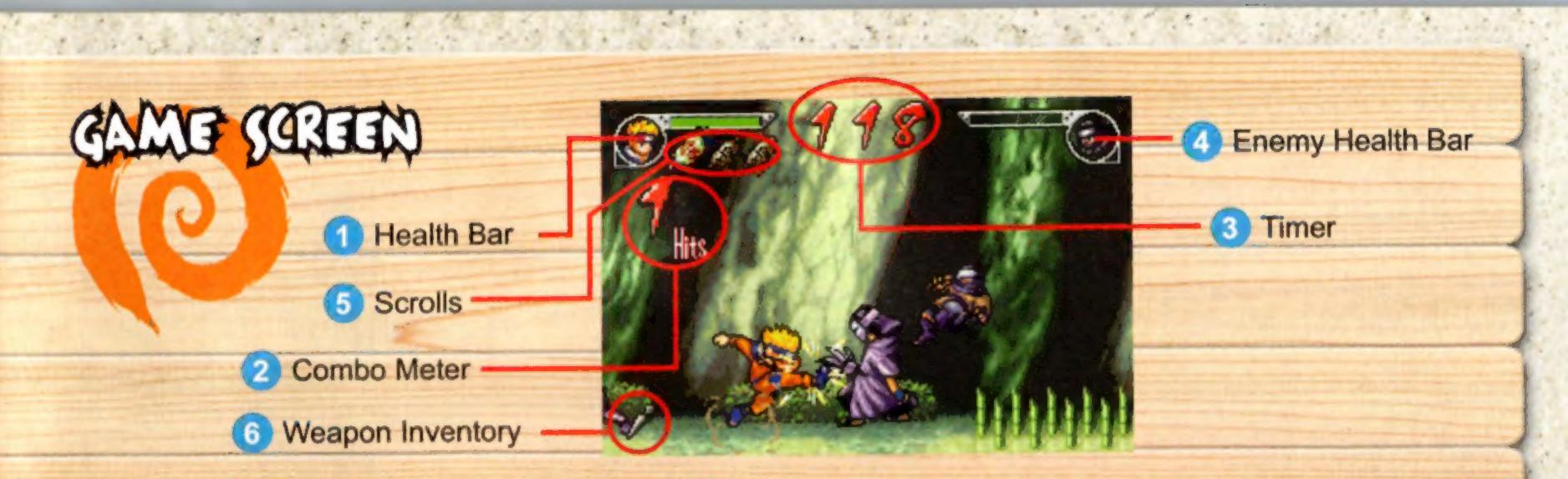
New Game - Begin a new game

Continue - Continue a saved game

Co-op – Cooperative gameplay for two players (uses Communication Mode)

VS. Mode – A Ninja Battle for two to four players (uses Communication Mode)

The game will bring up a Save Dialog after each chapter is completed. Three slots are available, so you
have room for you and your friends to each have a spot to save!



- 1 Health Bar Your current character's total health. The gauge will go from green to blue, then to yellow, and finally to red. When the red runs out, that character is defeated.
- Combo Meter The current number of hits in the combo the character is executing
- 3 Timer Used in certain stages, this shows how much time is left to complete the stage
- 4 Enemy Health Bar Shows remaining enemy health.
- 5 Scrolls Shows the scrolls currently held by the group.
- 6 Weapon Inventory Shows the Throwing Weapon currently held by the party.

PAUSE MENU

Pause Menu – Appears when START is pressed.

This allows you to view your current score or quit the game if desired.



BASEG COMPROUS

BASIC ATTACK



Press B Button to execute a basic attack. Repeatedly press the button to perform combo attacks.



UPPERCUT



Press +Control Pad Up and B Button to knock your enemy into the air.



THROW



Press B Button to attack with a Throwing Weapon, if one is being carried.



JUMP



Press A Button to jump. Press A Button again while in the air to perform a double jump. Press B Button while jumping to execute a Jump Attack.



WALK



Use the +Control Pad to move the character left or right.



DASH



Press the +Control Pad twice in the direction you are facing to make the character dash left or right. Press B Button while dashing to execute a Dash Attack.



DUCK



Causes the character to duck, avoiding some enemy attacks and projectiles.



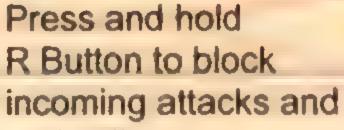
DODGE



Press the +Control
Pad twice in the
opposite direction
you are facing to
make the character
dodge backwards.



BLOCK



projectiles.



ADVANCED CONTROLS

COMBOS

Ground Combo: 0, 0, 0,

Uppercut Combo: 3, 3, 3, 4, 5

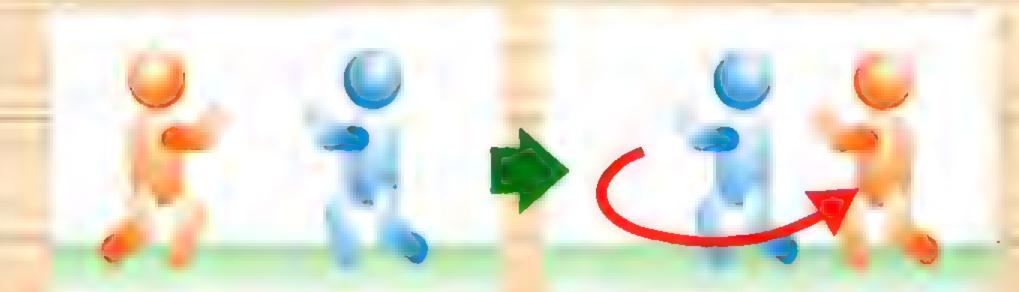
Jump Attack Combo: 📵, 📵, 📵, 📵



Combo Attack

Teleport: + + △, + △

Press +Control Pad Down and the A Button to teleport and appear behind your opponent. Press +Control Pad Up and the A Button to teleport upwards, allowing the character to move through certain ledges.









Special Jutsu: ♥, ♥, ⑤ or ♥, ♠, ⑥ or ♠, ♠, ⑥

By pressing +Control Pad Down twice then pressing B Button (or the other two listed variations) you can execute one of the character's three Special Jutsu abilities. These powerful attacks can increase your speed, slow enemies, or deal out massive damage. Each time a jutsu is performed, a certain amount of health will be taken from your character as well. If you do not have enough health remaining, the jutsu will not be usable.

MARKETER MANGE

By pressing the L Button, you can switch between the characters in the group, making use of each of their varied attacks and abilities. Each character has their own individual Health Bar. When this Health Bar is reduced to empty, the next character in the group will jump on-screen and continue the fight. If all three characters are defeated, it's Game Over.



The order the characters will switch in is Naruto, Sasuke, then Sakura, and back to Naruto again. If one character has been defeated, it will skip instead to the next undefeated character.



Game Tip: Some stages will not allow you to switch characters, so get used to each of them so that you can do better when these areas come up!







During each stage, you will come across different scrolls that will summon other characters to help you out. When more than one scroll is collected, you can press SELECT to cycle through the available scrolls. Press R Button and A Button at the same time to use the selected scroll and call the character the scroll represents to your aid. You can only carry up to three scrolls at once, and any others that are picked up will simply vanish.





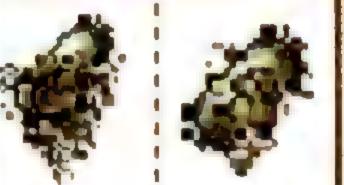
Attacks the nearest enemy with lightning for big damage.



Hits any enemies in the path of Kiba and Akamaru.



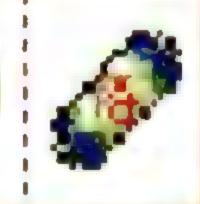
Stops time for all enemies on-screen for a short period of time.



Hits all enemies on the ground with a swarm of Parasitic Insects.



Choji bounces on-screen to roll over the nearest enemy and those in the immediate vicinity to that enemy, dealing huge damage.



OTHER ENEMY

Throughout the stages, various items can be found and picked up by the characters.





— This will restore some health for the character that picks it up.



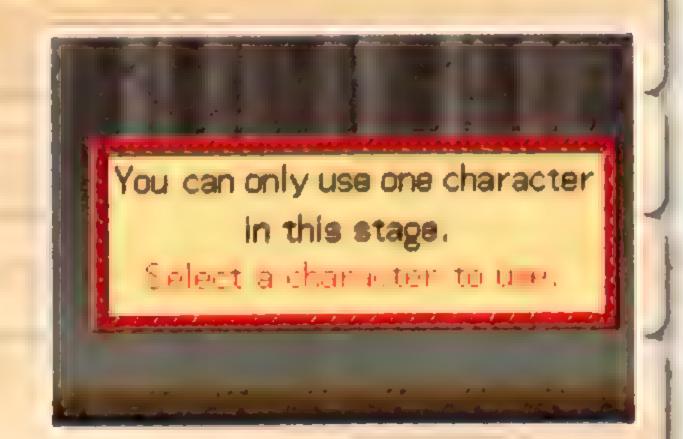
one can be held at a time, and each character has a different method for throwing each of the items. Experiment to find out which characters use each of these most effectively.



These will raise your overall score. Collect as many as possible to get the highest score.

MAGE ENVIRONMENTE

During each stage, you will come upon points with certain objectives and restrictions. Some areas will state that all enemies will need to be defeated, others will state that characters may not be changed out until the area is complete. Take these directions into account as you move through the stages.



TRAPS







During some stages, you will come across traps set to stop you in your tracks. Duck, jump, and dodge to get past them and continue on your journey.



After each stage is complete, a scoring screen will be displayed showing the time remaining, remaining characters, enemies defeated, and Leaves collected. Get an A rank in all categories and go for a high score!

CO=OP MODE

Play through the entire game with the aid of a second player! To begin, select Co-op Mode in the Main Menu. Once the second player has successfully joined, press the A Button to continue. You'll now be taken to the Load Screen, where you may either



load previous save data or begin a new game altogether. From here, you will be taken to the Character Select screen. Once both players have selected their characters, you may begin playing through Co-op Mode.

- Scrolls may be collected for points but cannot be used.
- The screen is constantly locked on to the host player, if the joined play happens to travel off-screen, they'll
 be transported back to the location of the host player.
- The joined player may die, but if the host player dies first, both players will be taken to the Continue Screen.





Challenge your friends to a battle royale consisting of up to four players! To begin, select VS. Mode from the Main Menu. Once the desired amount of players have joined, press the A Button to continue. You'll now be taken to the Match Point screen, where the host may choose the amount of points required to win a match. After doing so, the host may now select the amount of scrolls each player will possess. You are now done with the prematch setup, once all desired characters are selected, you may begin. Attack your opponents in order to steal their scrolls. When the timer runs out, the player with the most scrolls wins the round.

MARINO OF AUTHORS

Naruto is mischievous yet always has good intentions. He dreams of one day becoming next Hokage. Because he possesses the spirit of the Nine-Tailed Fox within him, he is often shunned by the rest of the villagers.



SPECIAL JUTSU

Uzumaki Barrage



Deal a significant amount of damage to one enemy with a barrage of kicks and punches.

Sexy Jutsu



Temporarily daze and confuse enemies with a scantily clad illusion.

Summoning Jutsu*



Summon the giant Chief Toad to deal a large amount of damage to all enemies on screen.

* Be cautious when using this jutsu because it could possibly fail.



Sexy Jutsu



Summoning Jutsu

CAMPAN TOTAL

Naruto's rival, tearhmate, and the last remaining member of the Uchiha clan. Sasuke is very dark and serious. Sasuke's main focus is his training, because he always strives to become stronger.



SPECIAL JUTSU

Special Attack:





Deal a significant amount of damage to one enemy with a powerful lightning strike.

Barrage of Lions:



Inflict a large amount of damage to a single enemy by hitting them up into the air and slamming them to the ground.

Sharingan:





Temporarily decrease the speed of all enemies around you.



Special Attack



Lions Barrage



Sharingan

CANTAN CARTON

Sakura is witty and perhaps the smartest ninja trainee. Don't let her sweet and innocent looks deceive you, on the inside, she is one tough ninja.



SPECIAL JUTSU

Chaaalll



Deal a large amount of damage to a single enemy with a barrage of lightning fast punches.

Perfect Chakra:



Temporarily increase Sakura's speed and attack power.

Chaaalli Barrage:



Temporarily allow Sakura to execute the Chaaa!!! jutsu with every attack.



Chaaa!!!



Chaaa!!! Barrage



Perfect Chakra



CARAGUE

A clever and strict instructor as well as a powerful ninja. Kakashi is the sensei of Naruto, Sasuke, and Sakura.



THE BANKARU

Perhaps the smartest Genin; however, the laziest. Shikamaru's use of his unique Shadow Imitation jutsu and extreme intelligence often help him win battles.



CASTER!

A Genin who is a member of a clan which specializes in beast style attacks. Kiba is always accompanied by his small but extremely tough puppy, Akamaru.



MOTE

A Genin who always happens to be eating something. Choji is very sensitive to comments regarding his weight and will become very angry when he is made fun of.



MENO

A mysterious Genin who possesses special insects that feed off of his chakra and attack at his command.

THERE ARE MANN SECRETS TO
UNUSUL EN NARUTOS NEUTA
COUNCEL 2. KEEP PLANENG AND
SEE EF YOU CAN FEND THEM ALL

LIMITED WARRANTY

- 1. LIMITED WARRANTY. TOMY Consumer Software and its parent and affiliates (collectively referred to as "Company") and/or its distributor warrant(s) to the original consumer purchaser of this software product entitled "Shonen Jump's Naruto: Ninja Council 2," which includes computer software and any associated media and/or printed materials (together called "Program"), that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, you may return the Program and all accompanying materials along with your original receipt to the place you obtained it for a full refund or replacement, subject to such retailer's return policy. This warranty is limited to the recording medium containing the Program as originally provided by Company and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.
- 2. To the maximum extent allowed by law, Company, its licensors and subcontractors do not warrant any connection to, transmission over, or results or use of, any network connection or facilities provided (or failed to be provided) through the Program. You are responsible for assessing your own hardware needs and, if applicable, transmission network needs, and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION. EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 1 ABOVE, COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM, COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM DELAYS, NON-DELIVERIES,

ERRORS, CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OWN ERRORS AND/OR OMISSIONS. Company and its licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth above.

LIMITED WARRANTY

- LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, COMPANY'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS WARRANTY IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.
- 4. GENERAL PROVISIONS. This warranty shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Program. This warranty represents the complete warranty concerning the Program between you and Company.

CUSTOMER SUPPORT

Everyone at TOMY Consumer Software works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem-free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible.

At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course.

Our living, breathing human beings will help you get back to the important things in life... like playing video games.

Customer Support for this game is available through our distribution partner, D3Publisher of America:

Phone: (480) 517-4900 Monday - Friday 8am - 5pm MST

D3Publisher Support Services Division 1270 East Broadway Suite 213 Tempe, AZ 85282

Email: support@d3p.us Website

This is the best place to go for tips and strategies on playing our games!

ww.d3publisher.us/support

NARUTO © 2002 MASASHI KISHIMOTO This product is manufactured, distributed and sold under license from VIZ Media, LLC. All Rights Reserved. Game and Software ©2004 TOMY. NINJA COUNCIL ™ and © 2002 TOMY. All Rights Reserved. TOMY and its logo are trademarks of TOMY. VIZ Media and its logo are trademarks of VIZ Media, LLC. SHONEN JUMP™ and its logo are trademarks of SHUEISHA, Inc. D3Publisher and its logo are trademarks of D3Publisher of America, Inc.







SHONEN JUMP'S

"Shadow Clone Jutsu"
Diorama Statue

Proto-type shown. Actual product may very. Pending licensor approve

© 2002 MASASHE KISHIMOTO

Menufectured and distributed by Toynami, Inc.
Toynami and the Toynami logo are trademarks of
Toynami, Inc. All rights reserved.

CHANCEN CICKE JUTCH





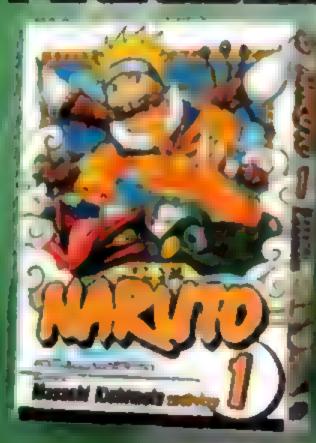


Visit us at www.toynami.com





The student ninja face off in no-holds-barred combatte ne-on-one, no-holds-barred combatte





Read the adventures first in SHONEN JUMP magazine! Log on to: www.shonenjump.com

www.naruto.com













SUBSCRIBE TODAY and become a member of the SUBSCRIBE TODAY and become

Access to exclusive online content!

- 50% OFF the newsstand price!
 Only \$29.95 for 12 HUGE issues.
- Exclusive GIFTS!
- Your issues delivered first!

2 Easy Ways to Subscribe!

1 Log on to:

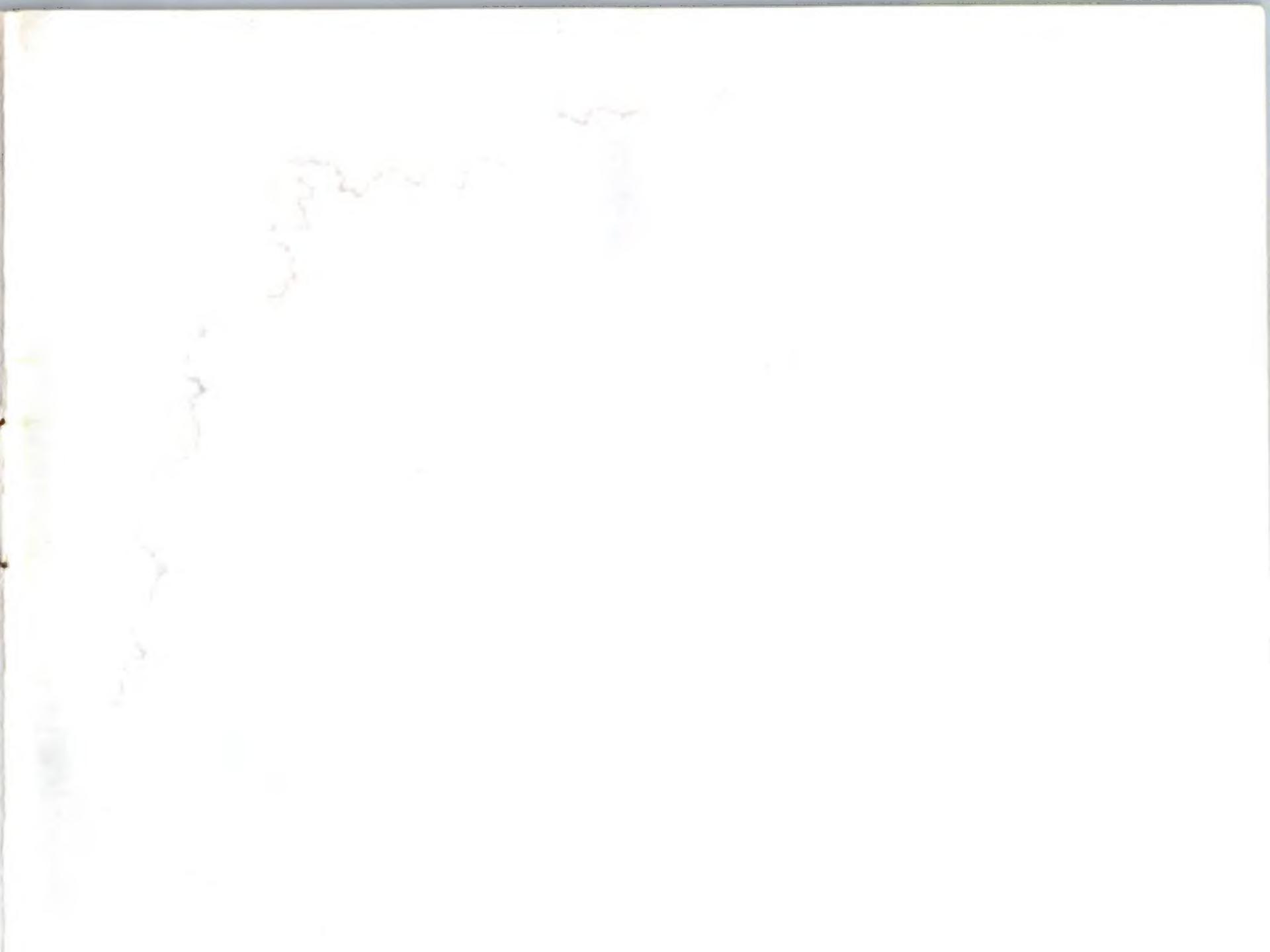
WWW.SHONENJUMP.COM

or

2 Call: 1-800-541-7919

NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc., SHAMAN KING © 1998 by Hiroyuki
Takei/SHUEISHA Inc., YUYU HAKUSHO © Yoshihiro Togashi 1991
ONE PIECE © 1997 by Eiichiro Oda/SHUEISHA Inc., YU-GI-OH! © 1996 by Kazuki
Takahashi/SHUEISHA Inc., HIKARU-NO GO © 1998 by Yumi Hotta, Takeshi Obata/SHUEISHA Inc.



















www.naruto.com

NARUTO© 2002 MASASPI KISHIMOTO This product is manufactured, distributed and sold under license from VIZ Media. LLC. All Rights Reserved. Game and Soltware © 2002 TOMY. NINJA COUNCIL™ and © 2002 TOMY All Rights Reserved. TOMY and its logo and trademarks of TOMY. VIZ Media and its logo are trademarks of VIZ Media. LLC. SHCNEN JUMP™ and its logo are trademarks of SHUEISHA, Inc. D3Publisher and its logo are trademarks of D3Publisher and its logo are trademarks of D3Publisher and its logo.

FULL.

TOMY CORPORATION

3 Imperial Promenade, Suite 950
Santa Ana, CA 92707

PRINTED IN JAPAN